

MAGIC
The Gathering®



Betrayers

of kamigawa™

PLAYER'S GUIDE

KONDA'S CRIME REVEALED

The *daimyo* Takeshi Konda ruled Towabara benevolently for many decades, and his people prospered—until the Kami War began.

More than twenty years before the Kami War began, Konda became aware of his own mortality. He had built an empire from nothing, yet he had no heir, no successor who could sustain his rule. Konda couldn't live with the notion that he would grow old and his glorious rule would end, for he believed that without him his people would suffer. He sought answers from Kamigawa's oldest sages and wisest clerics.

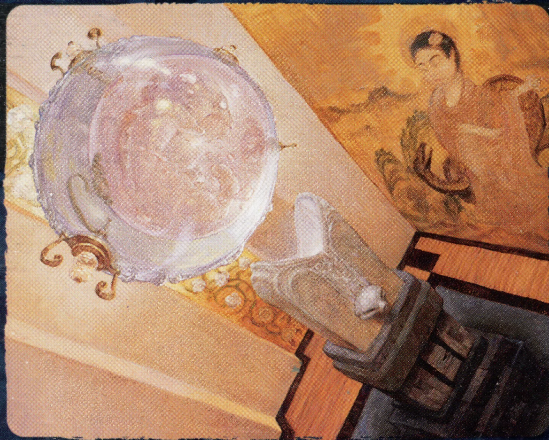
Two years passed. His daughter Michiko—his only child and heir—was born, and those close to Konda noticed a change in him shortly thereafter. He stopped addressing his people, instead closing himself off in the highest chambers of Eiganjo Castle. The trusted few who had personal audiences with Konda noticed more disturbing changes: his manner had become unfocused, distant, even paranoid—a far cry from the charismatic man who had once united thousands under his banner.

Michiko's mother had died in childbirth, and Michiko never knew her father as anything but a distant, mistrustful recluse. In Konda's absence, Lady Pearl-Ear—one of the daimyo's most trusted *kitsune* advisors—raised Michiko as though she were her own. Under Pearl-Ear's loving care, Michiko grew into a capable and honorable young woman. As she matured, she grew more and more concerned with the safety of Towabara's people and increasingly disturbed by her father's apparent inaction. Konda's generals seemed all too willing to wage war but unwilling to seek the source of the kami's ire.

Illustrations by
Daren Bader and Wayne Reynolds

Something else weighed on Michiko, something Konda's retainers dared not speak of. Her father was well past his seventieth year, but he seemed not to have aged a day since her birth. It was as though her existence had somehow stopped his passage into old age. Against her father's orders, Michiko left Eiganjo in secret, determined to discover for herself the cause of the great war and her father's isolation.

Meanwhile, deep in Takenuma Swamp, an impetuous *ochimusha* named Toshiro Umezawa found himself in a perilous predicament. He had tried to muscle in on a *nezumi* raid only to find that the *nezumi* served powerful *soratami* masters. Toshiro soon found himself fleeing the swamp city of Numai, trying to escape the wrath of the mysterious moonfolk interlopers.



While Toshiro traveled high into the Sokenzan Mountains to seek the help of his oath-brother Hidetsugu, the fearsome ogre-mage, Michiko ventured deep into Jukai Forest. As if by fate, they were simultaneously trapped in one of Toshiro's cave hideouts. Both were being hunted—Toshiro by the *soratami*, Michiko by the *orochi*, and both by the great Myojin of Life's Web. It was then that a small, strange little kami appeared in the shape of a cherubic man: the Kami of the Crescent Moon.

The mischievous kami seemed to have designs of its own, and those plans involved getting Michiko and Toshiro out of their predicament. To convince them of its sincerity, the Crescent Moon revealed to Michiko the knowledge she had long sought: the cause of the Kami War.

The Crescent Moon granted Michiko a vision of the night of her birth, the night her mother died. Her mind's eye flew across the city, to high atop Eiganjo Castle, where she saw her father, Takeshi Konda, standing transfixed, reaching out for an unseen object. With him were his trusted general Takeno, a Minamo *jushi*, and an unknown *soratami* noble. All seemed to be engrossed in an arcane ritual.

Then the Crescent Moon showed Michiko the *kakuriyo* itself, the realm of the kami. She saw there what it was her father was reaching for: a coalescence of energy—disk-shaped, pulsing, alive. With sorcery and the force of his own spirit, Konda pulled it through the rift that the ritual had created between the two worlds. He had given a kami shape, and then pulled that shape out of the spirit realm and into his own possession. He had kidnapped a god.

As she saw this crime in her vision, Michiko witnessed an event even more troubling. When the strange, sacred stone disk was taken from the *kakuriyo*, something awakened—something serpentine, ancient, and unimaginably vast. Its many eyes appeared as fiery suns in the realm of the kami, and its furious roar transcended sound, sending a shock wave through both its world and hers.

This was the cause of the Kami War. A precious kami had been stolen from the spirit realm, and all kami had been thrown into chaos and rage by its absence. As Michiko and Toshiro would discover, That Which Was Taken was not just any kami. It was the core and child of the *O-Kagachi*, the Great Old Serpent, the kami of all things. It was the scion of the first kami.

What Michiko had yet to discover, though, was how her own existence was inextricably linked to the imprisoned god-child's. Even as Michiko struggled to understand her father's crime, greater menaces threatened Kamigawa. As she and Toshiro learned the depths of the *soratami*'s manipulations at Minamo, the gravest menace Kamigawa had ever known slowly made its way toward Eiganjo, toward its stolen child. The *O-Kagachi* itself, the kami of all things, was preparing to consume the world.



Illustrations by Adam Rex and Kev Walker



Toshiro Umezawa

more unique—*kanji* magic. Toshi learned the nearly forgotten art of crafting spells through the drawing of *kanji*, often with his trusty *jitte*.

Toshi's arrogance was well justified. He was an able bushi, a talented sorcerer, and a charismatic charmer. He was also pivotal in the Kami War. Toshi's ambition and resourcefulness led him right into the path of Michiko Konda and the infamous Kami of the Crescent Moon. Only through his ever-changing allegiance to the Myojin of Night's Reach did he live to tell the tale.

Dishonored warrior. *Ochimusha*. Much to his chagrin, the word fit Toshiro Umezawa perfectly. His *samurai* family had once been in good standing, and his grandfather had been a respected *bushi*. But by the time Toshiro came of age, his grandfather's bones lay forgotten at Shizo. His family name disgraced, Toshiro had learned to live by his wits, squatting in a decrepit manor near Numai, the city in the swamp.

Fortunately, living by his wits suited Toshiro just fine. Over the course of many years in Takenuma Swamp, he picked up many useful survival skills: swordsmanship, thievery, stealth, and something a little

Toshiro's most powerful and terrifying ally was Hidetsugu, the infamous ogre-mage who controlled Shinka Keep. Hidetsugu, recognizing Toshi's remarkable resourcefulness when he was still very young, made a blood oath with the *ochimusha* that each would avenge the other in the event of their deaths. Over time, more and more warriors took this oath and became a legendary brotherhood known as the Hyozan Reckoners. Each member pledged to avenge any wrong done to another Hyozan: "We are free, bound only to each other. My life is yours, yours is mine. Harm one, harm all. The survivors must avenge. Whatever is taken from the Hyozan, the Hyozan recovers tenfold."

When Toshiro called in a favor, Hidetsugu granted the *ochimusha* the aid of his most prized apprentice. When that apprentice was killed in a cowardly manner by a young Minamo jushi, Hidetsugu went mad with desire for revenge. He swore to kill not only the jushi but also those who ordered and sanctioned the murder. His hunger for vengeance would take him to the halls of Minamo and beyond, even to the heights of Oboro Palace. Thus Hidetsugu came to be known as the Scourge of Minamo.



Hidetsugu, Warden of Shinka



That Which Was Taken

only try to manipulate events to minimize O-Kagachi's fury, hoping to buy time until someone could relieve Konda of his ill-gotten burden.

This simple object, this god-child held inside a disk, was the sole cause of the Kami War. Seeking everlasting prosperity and power for his people, the daimyo Takeshi Konda reached into the sacred *reikai*, distilled the essence of a kami, and claimed it for his own. This act cost him most of his *ki* and perhaps all of his honor, but in return it granted him immortality, boundless power, and invulnerability to the kami's wrath.

However, Konda failed to see how much his crime would disrupt the balance between *kakuriyo* and *utsushiyo*. His action awoke O-Kagachi, the most ancient kami of all things, the kami of which all kami are only a part. The veil between worlds stretched thin as O-Kagachi thrashed wildly in the spirit world, blindly raging at the loss of its child. Even the great *myojin* could



Ink-Eyes, Servant of Oni

Who would guess that the most feared *ninja* on Kamigawa started as a lowly nezumi sneak? Ink-Eyes was ostracized by the Okiba Gang at a young age. She was the cruelest child in a cruel society, almost sociopathic in her desire to dominate her peers. As punishment, she was taken deep into Takenuma and left to fend for herself.

It wasn't long before Ink-Eyes was caught stealing from an ogre hermit near a desecrated temple. The ogre saw the ruthless nezumi girl's potential and decided to take her in as his student, hinting at the great power she could wield as a *kishinsuhaisha*—a demon servant.

Ink-Eyes learned the ways of *ninjutsu*, not through tutelage but through arcane study and solitary practice. When she believed herself ready, she murdered her ogre mentor in his sleep and offered his blood to their *oni* overlord. The oni was pleased with her treachery and ambition and augmented Ink-Eyes's ninjutsu training with unique necromantic powers. While other ninja might steal information or even lives, Ink-Eyes was granted the power to steal the dead, turning them into fellow servants for her oni master.

Oyobi, Who Split the Heavens

Konda's samurai were the mightiest in Kamigawa. Before the Kami War began in earnest, a single rank of Konda's elite *hatamoto* could take on three times as many foes. They ruled the ground on horseback, and they ruled the air on their giant moth steeds. But the day came when Konda was to learn a lesson in humility.

Three months before the slaughter at Reito, a strange net of feathers and sinew began to appear in the sky above the edge of Jukai Forest. When reports of this phenomenon reached Eiganjo, Konda sent a flight of elite samurai mothriders to deal with the potential threat. After all, Jukai's treeline was Towabara's border, and kami or no, Konda made a point of quelling all border skirmishes.

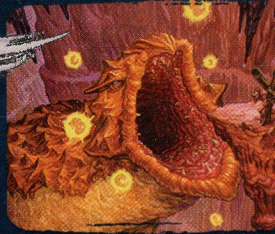
The great kami Oyobi manifested fully just as the mothriders approached. They were awestruck by its enormity—it resembled a giant eagle, but with gossamer ribbons and feathers for a body. It seemed to float above Jukai, majestic and beautiful. But as the mothriders approached, the clouds parted, and from the rift above Oyobi descended countless huge bird-like kami. In a matter of minutes, every last samurai had been toppled from his mount, plummeting into the forest below.

The Patron Kami

The schism between the *kakuriyo* and *utsushiyo* during the Kami War was not as clear or simple as the history books would have you believe. Throughout the great struggle, there were always those whose faith in the kami lingered, who thought that the way to appease the anger of the gods was not to fight them but to revere them all the more.

Before the massacre at Reito, every sentient race on Kamigawa had a patron kami—a great spirit that represented the collective consciousness of the entire species. These patron kami were honored and prayed to for their guidance. Eight-and-a-Half-Tails himself was said to have had audiences with the patron kami of the kitsune.

During the Kami War, the races of Kamigawa were terrified to see their furious patrons' colossal forms, and most treated them as monsters. But a few decided that the way to peace was to appease the monstrous kami. Independently, among each tribe, small groups arose that offered living sacrifices to the raging patrons. And these sacrifices kept the kami pacified—for a time.



MISTBLADE SHINOBI TELLS ALL

To answer your questions about ninja and ninjutsu, we sent the *Magic*® game's creative director, Brady Dommermuth, to the source: a ninja from Kamigawa, Mistblade Shinobi.

Brady Dommermuth: Let's start with the basics. What is ninjutsu? What's a ninja?

Mistblade Shinobi: "Ninjutsu" means "the way of stealth" in Japanese. It's a collection of methods and tricks to go undetected, to survive, to assassinate. A "ninja" is either a simple sneak, or one who practices ninjutsu.

BD: What's the deal with ninjutsu in Kamigawa?

MS: While all these daimyo and samurai were trying to handle their problems "honorably," they needed someone to do their dirty work. That's where ninjutsu comes in. It's like the opposite of *bushido*. Bushido is about honor and reputation and ceremony. Ninjutsu is about efficiency, working behind the scenes, getting things done whatever the cost. So the honorable caste would secretly hire ninja to do their spying and assassinations for them.

BD: Is it true that ninja have supernatural arcane powers?

MS: That's for me to know and you to find out!

BD: Okay. What about the mechanical angle? How does ninjutsu work within the *Magic* game?

MS: The ability represents another creature creating a diversion so I can get behind enemy lines and do my deadly business. I replace the attacking creature, since that creature's role was more of decoy than attacker. The ability does *not* represent me disguising myself as a bird or any other creature.

BD: Can you tell us why there are no white, green, or red ninja in Kamigawa?

MS: Isn't it obvious? Blue is the color of spying, manipulation, deceit, and so on, so blue gets the sneaky human ninja spies. And black is all about power and death, so black gets the nasty rat ninja with destructive abilities. The other colors just aren't sneaky or ruthless enough to get their own ninja.

BD: What's that thing you're swinging?

MS: That's my mistblade. It's a blade on the end of a magical cord, and the whole thing is enchanted so that when it hits someone, they're returned to the Æther.

BD: Fascinating. Would you describe some other ninja weapons for us?

MS: Well, first there's the *shuriken*. Some people call them throwing stars, but they're not always star shaped. They can be thin darts, blades, or caltrops, and they aren't normally used to kill people. Usually ninja throw them to cover their escape, distract the enemy, or maybe do a little damage. But these particular ones are special. They *are* for killing.

BD: What about these claws?

MS: There are several kinds of claws. First, there's *shuko*, sometimes called "climbing claws." They can also be used as a weapon in a pinch. If I wear them and cross my hands like this [crosses hands above head], I can catch a blade with them. That's a difficult trick. The other claws are *neko-te*, which means "cat claws." They're used to inflict poisonous wounds.

BD: And this blinding powder?

MS: Do you really want to know? If I want to do my "ninja vanishing" trick, I just take this thing full of pepper and metal dust, blow it *into your face*, and [blows] . . .

BD: MY EYES! THE BURNING! OW! OW!

MS: So long, *gaijin*.



Illustrations by Matt Cavotta, Greg Hildebrandt, Tim Hildebrandt, Alex Horley-Orlandelli, and Mark Zug

A KAMIGAWA GLOSSARY, PART 2

People

Below are the meanings and pronunciations of some words you'll encounter in the *Betrayers of Kamigawa*™ expansion. For more meanings and pronunciations, consult the *Champions of Kamigawa*™ player's guide.

- Azamuki** (ah-zah-MOO-kee) A kami of treachery residing in the body of a *sanzoku* (mountain bandit).
- Chisei** (CHEE-say) An enigmatic kami of the sea.
- Fumiko** (FOO-mee-koh) A powerful, bitter *ronin* in Godo's service.
- Hidetsugu** (hee-DET-soo-goo) The warden of Shinka, the ogre hermitage high in the Sokenzan range. A powerful ogre-mage who serves a great oni.
- Figure** (HEE-goo-ray) A legendary ninja said to have many lesser ninja in his employ.
- Hokori** (hoh-KOH-ree) A great kami of dust and drought.
- Ichiga** (EE-chee-gah) A mighty forest kami residing in the body of a simple monk.
- Isao** (EE-sow) A skilled samurai who was once in Konda's service but who turned away from the courtly life to seek a deeper wisdom in Jukai Forest.
- Ishi-Ishi** (ee-shee-EE-shee) A goblin archer made cranky by the presence of kami and the use of kami magic.
- Iwamori** (ee-wah-MOHR-ee) Literally, "rock of the woods." A *budoka* eager to prove his fighting skill against any and all challengers.
- Jaraku** (JAH-rah-koo) A meddlesome kami of manipulations residing in the body of a wizard.
- Kaiso** (KYE-soh) A protective kami of lingering loyalties residing in the body of a samurai's attendant.
- Kaminari** (kah-mee-NAH-ree) The great kami of thunder and lightning, whose name means "lightning."
- Kentaro** (kehr-TAH-roh) A legendary, charismatic samurai who recruits warriors for the daimyo Konda.
- Kira** (KEE-rah) An infamous kami that can ward itself and others against spells using coatings of magical glass.
- Kyoki** (KYO-kee) A dreaded oni whose gaze induces insanity.
- Mannichi** (mah-NEE-chee) A mischievous, strange little kami of fevers and hallucinations.
- Okiba** (oh-KEE-bah) A gang of nezumi known for its abundance of *shinobi* and ninja.
- Oyobi** (OY-oh-bee) A great kami of the sky and of winged creatures.
- Sakiko** (SAH-kee-koh) An orochi shaman who has mastered the art of drawing green mana from her enemies' holdings.
- Shirei** (SHEE-ray) A legendary kami shepherd of the dead, who watches over the disgraced and abandoned battlefield Shizo.
- Shizuko** (SHEE-zoo-koh) A powerful orochi shaman and rival of Sakiko who believes the orochi should be self-sufficient and uninvolved in the kami war.
- Toshiro Umezawa** (TOH-shee-roh ooh-meh-ZAH-wah) An infamous ochimusha (dishonored warrior) known for his resourcefulness and ambition. Toshiro rose from being a thief struggling to survive in Numai to a major figure in the Kami War.
- Yomiji** (YOH-mee-jee) The sacred and revered kami who guards the passage from life into death.
- Yukora** (YOO-koh-rah) A terrifying, murderous oni that was magically imprisoned for decades by ninety-nine powerful *kamushi* (druid-like priests).

Things

- baku** (BAH-koo) A benevolent spirit with aspects of a lion and other animals that is fabled to eat the bad dreams of children. During the Kami War, the baku, like all kami, turned hostile, devouring good and bad dreams alike.
- garani** (gah-RAH-mee) Something that catches or snatches.
- genju** (GEHN-joo) A great spirit of the land.
- goryo** (GOHR-yoh) The disembodied angry spirit of a being.
- jitte** (JIHT-tay) A parrying weapon that consists of a short metal rod with a tine on one side for deflecting blades.
- kanzashi** (KAHN-zah-shee) Decorative hairpins.
- ki** (KEE) The circulating life energy thought to be inherent in all things.
- miko** (MEE-koh) A shrine attendant.
- neko-te** (NEH-koh-tay) A ninja weapon favored by *kunoichi* (female assassins) that consists of sharp metal nails that fit over the fingertips. Neko-te were often used to deliver poison.
- ninja** (NINH-jah) A sneak or spy trained in ninjutsu.
- ninjutsu** (NINH-joot-soo) Literally, "the way of stealth." Ninjutsu encompassed a collection of methods and tricks geared toward efficient reconnaissance, assassination, and concealment.
- reikai** (RAY-kye) Another name for the kakuriyo, the realm of the kami.
- ronin** (ROH-ninh) A masterless samurai.
- shinobi** (shee-NOH-bee) An assassin.
- shoji** (SHO-jee) Paper screens used as doors and room dividers.
- shuko** (SHOO-koh) Ninja "climbing claws." Shuko could be used as weapons in dire circumstances, both for slashing and parrying (catching blades).
- shuriken** (SHOO-ree-kehr) Ninja "throwing stars." There were many types of these sharpened metal throwing weapons. They were more often used to cover a ninja's escape (like a thrown caltrop) than as a ranged weapon.
- tora** (TOH-rah) A tiger.
- yojimbo** (yoh-JIHM-boh) A bodyguard.

SOMETHING OLD, SOMETHING NEW

by Henry Stern, *Betrayers of Kamigawa* lead developer

Here is a little secret for anyone who wants to lead the development of a **Magic: The Gathering**® expansion: the easiest way to develop a great set is to have a great set handed off to you from design. Those of us on the *Betrayers of Kamigawa* team were fortunate indeed that the design team handed us such a nice, well-rounded collection of cards and themes. So kudos to Mike Elliott and Randy Buehler, the designers of the *Betrayers of Kamigawa* set. While I will talk about developing many of the mechanics in the set, it was really their work that we were simply “fine tuning.” This set, unlike many, required no major overhauls once development started, and that certainly makes our job as developers easier. We were able to spend our time touching up and building on what was already there, rather than tearing things down to start anew.

That’s not to say that everything was perfect when we started development. The second set in any block is often in an awkward position, as we have to expand upon all of the themes that were introduced in the first set. In this case, that meant new flipping “heroes,” new Arcane spells, new splice cards, new Spirits, new Samurai, new kitsune, new soratami, new nezumi, new akki, new orochi, and of course, new legendary creatures. To complicate matters, many of Kamigawa’s creature types carry some mechanical baggage with them. For example, every Samurai needs to have the bushido ability, and every Moonfolk needs to have a “return-a-land” ability, making it difficult to come up with new twists on these types of cards. Once you get through doing variations on all of the preexisting themes, there’s not much room left over for anything new!

“Totally Sweet”

Even with these constraints, the set has lots of cool new things going on. The most important new mechanic is ninjutsu, and it appears (not surprisingly) on every creature with the Ninja subtype. We knew we were going to do Ninja in the block when we were first laying out the groundwork for the *Champions of Kamigawa* set, and the decision was made to hold off on them until the *Betrayers of Kamigawa* set so that we could get them right. Well, here they are! I will never forget that first *Betrayers of Kamigawa* playtest, which was the first time I used ninjutsu (then called “sneak”). My opponent’s jaw dropped when my Ninja damaged him, and I just sat there smiling. It was a perfect **Magic** “A-ha!” moment.

Originally, the Ninja in the set were going to be 33% Rats, 33% Moonfolk, and 33% Human. While the Rats and the Humans made it through development, we were just unable to physically fit a Moonfolk (with its associated rules baggage) and a Ninja (with its rules *and* reminder text) on the same card. So sadly, there are no Moonfolk Ninjas.



Illus. Dan Scott

Large and in Charge

Another fun new mechanic in the set appears on the five rare patron kami. These “gods,” as they were originally known, have an ability called offering that lets you sacrifice a creature of the race that “worships” them to play them for less and whenever you could play an instant. Originally the offering ability was the only ability each patron kami had; we added a second ability to each of them later to complement its race’s flavor.

My favorite patron kami is Patron of the Orochi. Not only is it easy to play, since many of its Snake worshippers also produce mana, but you can use its activated ability and attack with it on the same turn. And what an ability it is! With a bunch of Snake Shamans and Forests in play, you can easily generate upwards of twenty mana a turn!



The Payoff Pitch

We knew the patron kami and the Ninja would be popular, but we felt the set needed some exciting spells to really liven it up. For inspiration, we turned to an old friend: pitch cards (cards that you can play by “pitching” away another card from your hand instead of paying mana). Pitch cards have a very special place in **Magic** history. The first five from the *Alliances*™ set were very popular, including the famous Force of Will, a card whose power makes it one of the most loved *and* hated spells of all time. The *Mercadian Masques*™ block introduced a handful of new pitch cards—including Cave-In and Reverent Mantra—that were also well received. And now, the *Betrayers of Kamigawa* set continues that tradition.

As developers, we felt the weight of history upon us and wanted to make sure that these cards were powerful and interesting, would appeal to both casual and competitive players, and had a new twist. The design team came up with the idea of pitch spells with X in the cost, so it was up to the development team to make sure we had the right five abilities. I am happy to report that we succeeded. Among our playtesters, Shining Shoal became known as “the white Fireball.” Given the right opening hand, Blazing Shoal can lead to first-turn kills (see the sidebar on page 13). And Sickening Shoal is one of the best black removal spells ever.

One interesting thing about the new pitch spells is that they all have the Arcane subtype. There’s nothing quite like playing one of these cards for free while splicing another Arcane card on to it. Add a “spiritcraft” creature or two into the mix and you can have some crazy things going on!



Land a Punch

I have always had a soft spot in my heart for lands that can become creatures. From Mishra’s Factory to Treetop Village to Blinkmoth Nexus, I have enjoyed them all. The *Betrayers of Kamigawa* set introduces a new twist on these: the Genju enchantments. These enchantments are unique in that they each can be played on only one specific type of basic land. (For example, Genju of the Spires can only be played on a Mountain.) Once the land is enchanted, you can pay 2 to turn it into a real beater: Genju of the Spires becomes a 6/1, while Genju of the Falls becomes a 3/2 flier. What’s more, if the land is destroyed, the enchantment returns to your hand. Simply play it on one of your other basic lands, and you’re ready to serve again!

Just to keep things interesting, we threw in a rare five-color Genju enchantment that can turn a land into a ridiculous 8/12 monstrosity. Its name? Genju of the Realm.

And there’s more! The *Betrayers of Kamigawa* set has more exciting cards and features than I could ever hope to cover here. There’s a new keyword for creatures that specialize in blocking: defender. There are new Equipment cards that represent a variety of Ninja weapons. There are Humans that house Spirits within them. Check out the card encyclopedia, then try out the cards for yourself. I hope you enjoy playing with *Betrayers of Kamigawa* cards as much as we enjoyed creating them for you.



THE TEN COOLEST BETRAYERS OF

1. Ink-Eyes, Servant of Oni

All the Ninja in the *Betrayers of Kamigawa* set are tricky, but Ink-Eyes combines that sneakiness with brutality. Use creature destruction and discard spells to fill up your opponents' graveyards, then smash in with Ink-Eyes to steal the once-dead creatures for yourself! Ninjutsu lets you sneak Ink-Eyes through to hammer your opponents when they least expect it. And once this beefy 5/4 regenerator is on the board, they'll run out of blockers in a hurry.



2. Oyobi, Who Split the Heavens

White decks often feature swarms of powerful flying creatures. What if you could pack that whole fleet into one card? With Oyobi in play, you can easily create an unstoppable squadron of 3/3 fliers. Every Spirit or Arcane spell you play—from the lowly 1/1 Lantern Kami to the legendary Yosei, the Morning Star—will give you a 3/3 flier along with it. You'll soon be calling it "Oyobi, Who Split My Opponents."



3. Genju of the Realm

In the spirit of awesome cards like Sliver Queen and Cromat comes Genju of the Realm, a five-color finisher that just cannot be killed. Once you've played Genju of the Realm, you can turn the land it enchants into an enormous 8/12 trampler for just two mana! Even if your opponent finds a Dark Banishing to knock it down, just pull the enchantment right back to your hand and play it again.



4. Sway of the Stars

If blue doesn't like what you're doing, it tries to stop you. Blue has had access to counterspells since the beginning of time. In the *Champions of Kamigawa* set, it gained the ability to stop time itself. And now, if the game isn't going well, blue can start the entire game over with both players at 7 life. Plus, if you have access to more than ten mana, you can float some and use it after you draw your new hand!



5. Patron of the Nezumi

Quick and vicious, the nezumi ratfolk of Kamigawa form a fearsome, if squeaky, army. Now your rats have a deity worthy of their—and your—admiration. Just wait until your opponent is about to destroy one of your Rats, either with a spell or combat damage, then sacrifice that Rat to play the 6/6 Patron for just three or four mana, and let the real beatings begin.



KAMIGAWA CARDS

6. Shining Shoal

Shining Shoal speaks white's message of "Don't mess with me or my stuff . . . or else!" When your opponent tries to burn one of your creatures, just say, "Don't you mean you want to burn . . . yourself?" Or if you're attacked by a creature, just say, "Don't you mean your creature attacks . . . itself?" And since Shining Shoal can be played for free, your defenses are always up.



7. Genju of the Spires

The famous 6/1 Ball Lightning was feared all over the world for its ability to inflict huge amounts of damage in a hurry. Genju of the Spires turns any Mountain you controlled at the beginning of the turn into a 6/1 red creature that can attack immediately, for the same cheap cost of just three mana. If an opponent manages to kill your 6/1, just put the enchantment back in your hand and do it all over again.



8. Kira, Great Glass-Spinner

This legendary Spirit may only be a 2/2, but its awesome ability makes it one of the most powerful creatures in the set. With Kira in play, each of your creatures gains a "protective shield" that counters the first spell or ability that targets it each turn. Your army will be somewhere between frustrating and impossible to stop.



9. Budoka Pupil / Ichiga, Who Topples Oaks

For three mana, the vanilla 2/2 Budoka Pupil is nothing to get excited about. But Ichiga, Who Topples Oaks—a 4/3 trampler with a very special ability—now *there's* a creature! You can remove a counter from Ichiga to give any creature a +2/+2 boost, so just make sure to play a lot of Spirit and Arcane spells before he "levels up". A ki-charged Ichiga will ensure your army wins combat every time.



10. Heartless Hidetsugu

Hidetsugu is one mean ogre—he can deal 15 damage in just two turns! First halve your opponent's life total, then halve it again. He'll damage you a lot too, but no one ever said ogres follow directions! For an especially nasty trick, double his damage with Overblaze. If your opponent has any even amount of life (like 100) and you have any odd amount (even just 1), you win the game!



Betrayers

of kamigawa

CARD ENCYCLOPEDIA

The *Betrayers of Kamigawa* Card Encyclopedia shows the entire *Betrayers of Kamigawa* card set. To keep track of your cards, just turn to the checklist on page 23.

Akki Blizzard-Herder 1

Creature — Goblin Shaman X

When Akki Blizzard-Herder is put into a graveyard from play, each player sacrifices a land.

"It remains unclear whether the akki shamans could in fact create storms or simply predicted them."
—The History of Kamigawa

1/1

Akki Raider 1

Creature — Goblin Warrior X

Whenever a land is put into a graveyard from play, Akki Raider gets +1/+0 until end of turn.

"Akki were very territorial, attacking and destroying any settlements that came too close to their mountain homes. The more successful their raids, the bolder they became."
—Sarina Pilcerata

2/1

Ashen Monstrosity 3

Creature — Spirit X

Haste
Ashen Monstrosity attacks each turn if able.

"There was a dull thunder at the vanguard, then shocked cries in the midst of the column. Moments later, Takada, last of the rearguard, faced the kami alone."
—Akki Applethorn

7/4

Aura Barbs 2

Instant — Arcane X

Each enchantment deals 2 damage to its controller, then each enchantment enchanting a creature deals 2 damage to the creature it's enchanting.

—Akki Applethorn

Baku Altar 2

Artifact X

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Baku Altar.

2, C, Remove a ki counter from Baku Altar: Put a 1/1 colorless Spirit creature token into play.

—Edward P. Beard, Jr.

Bile Urchin 1

Creature — Spirit X

Sacrifice Bile Urchin: Target player loses 1 life.

"The two youths argued and tempers flared. One youth opened his mouth to utter a vile curse, but what he spat out instead was a kami of poison and filth."
—Sensei Golden-Tail

—Dany Urtizo

1/1

Blademane Baku 1

Creature — Spirit X

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Blademane Baku.

1. Remove X ki counters from Blademane Baku: For each counter removed, Blademane Baku gets +2/+0 until end of turn.

—Edward P. Beard, Jr.

1/1

Blazing Shoal 3

Instant — Arcane X

You may remove a red card with converted mana cost X in your hand from the game rather than pay Blazing Shoal's mana cost.

Target creature gets +X/+0 until end of turn.

—Michael Andrus

Blessing of Leeches 2

Enchant Creature X

You may play Blessing of Leeches any time you could play an instant.

At the beginning of your upkeep, you lose 1 life.

0: Regenerate enchanted creature.

—Robert Gray

Blinding Powder 1

Artifact — Equipment X

Equipped creature has "Unattach Blinding Powder: Prevent all combat damage that would be dealt to this creature this turn."

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

—Greg Hildebrandt

Body of Jukai 7

Creature — Spirit X

Trample

Soulshift 8 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 8 or less from your hand to your hand.)

—Sara Zentgraf

8/5

Budoka Pupil 1

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Budoka Pupil. At end of turn, if there are two or more ki counters on Budoka Pupil, you may flip it.

Creature — Human Monk 2/2

4/3

4/3

Legendary Creature — Spirit

Remove a ki counter from Ichiga, Who Topples Oaks: Target creature gets +2/+2 until end of turn.

—Shadrista

Call for Blood 4

Instant — Arcane X

As an additional cost to play Call for Blood, sacrifice a creature.

Target creature gets -X/-X until end of turn, where X is the sacrificed creature's power.

—Darl Critchlow

Callow Jushi 1

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Callow Jushi. At end of turn, if there are two or more ki counters on Callow Jushi, you may flip it.

Creature — Human Wizard 2/2

3/4

3/4

Legendary Creature — Spirit

Remove a ki counter from Jaraku the Interloper: Counter target Spirit unless its controller pays 2.

Jaraku the Interloper

—Tatsuma Kawabe

Mountain, You're Dead!

Normally, **Magic** developers are very conscious of making sure that decks can't win too quickly; otherwise the game isn't fun. Shuffle, shuffle, shuffle, "You're dead" isn't anyone's idea of a good time!

But once in a while a mix of cards exists that allows the game to be won as early as turn one. R&D spends a lot of time debating whether they want such a thing to exist in the current play environment, then acts accordingly. In the case of *Blazing Shoal*, they decided to let it go.

Blazing Shoal is a variation on the card *Enrage* from the *Eighth Edition* core set, except it lets you "pitch" a red card to set the value of X instead of paying mana. To maximize the effect, you'll want to pitch very expensive red cards, like the ten-mana *Myojin of Infinite Rage* from the *Champions of Kamigawa* set or the nine-mana *Furnace Dragon* from the *Darksteel™* set. And to pull off the combo kill as fast as possible, you need a creature that can attack on the first turn, such as *Raging Goblin* from the *Eighth Edition* core set.

So while an opening hand of *Mountain*, *Raging Goblin*, two copies of *Blazing Shoal*, *Myojin of Infinite Rage*, and *Furnace Dragon* is capable of killing on turn one, the odds of drawing such a hand are so low that R&D still felt safe making the card. Will they regret it? Time will tell. But if someone plays a *Raging Goblin* against you, hold your breath!



Empty-Shrine Kannushi

Creature — Human Cleric

Empty-Shrine Kannushi has protection from the colors of permanents you control.

"Crease the folds, bend the paper, turn the spirits, shield the soul."

— Ron Sporns

1/1

Enshrined Memories

Sorcery

Reveal the top X cards of your library. Put all creature cards revealed this way into your hand and the rest on the bottom of your library in any order.

"The race is run in the mind before the first step is taken."

— Dorian the Falling Leaf

— Jeff Easley

Eradicate

Sorcery

Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that creature and remove them from the game. That player then shuffles his or her library.

— Mark Zug

Faithful Squire

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Faithful Squire. At end of turn, if there are two or more ki counters on Faithful Squire, you may flip it.

Creature — Human Soldier 2/2

3/4

Legendary Creature — Spirit

Having a ki counter from Katsuo's Memory prevents all damage that would be dealt to target creature this turn.

Katsuo's Memory of Loyalty

— Mark Zug

Final Judgment

Sorcery

Remove all creatures from the game.

"The clashing warriors turned to face O-Kagachi, the greatest kami, and their sigh of awe was their last breath."

— Great Battles of Kamigawa

— Ken Walker

First Volley

Instant — Arcane

First Volley deals 1 damage to target creature and 1 damage to that creature's controller.

"We searched their bodies for signs of the blades that had killed them, but found nothing more than scorched flesh."

— Tender-Hand, kinsuie healer

— Greg Staples

Flames of the Blood Hand

Instant

Flames of the Blood Hand deals 4 damage to target player. The damage can't be prevented. If that player would gain life this turn, that player gains no life instead.

Many ogres extracted blood oaths from the oni they summoned. Others simply extracted blood.

— Mark Zug

Floodbringer

Creature — Moonfolk Wizard

Flying

2: Return a land you control to its owner's hand. Tap target land.

"Such a small thing, a drop of water... And yet enough of them together can flood a field, cleanse a mire, or choke a forest."

— Greg Staples

1/2

Forked-Branch Garani

Creature — Spirit

Soulshift 4, soulshift 4 (When this is put into a graveyard from play, you may return up to two target Spirit cards with converted mana cost 4 or less from your graveyard to your hand.)

— Dan Scott

4/4

Frost Ogre

Creature — Ogre Warrior

Mountain ogres allowed blizzards to shroud them in ice, both to reinforce their armor and to hide their pungent musk from potential prey.

— Dan Scott

5/3

Frostling

Creature — Spirit

Sacrifice Frostling: Frostling deals 1 damage to target creature.

Its bite will take off more than a toe.

— Greg Staples

1/1

Fumiko the Lowblood

Legendary Creature — Human Samurai

Fumiko the Lowblood has bushido X, where X is the number of attacking creatures. (When this blocks or becomes blocked, it gets +X/+X until end of turn.) Creatures your opponents control attack each turn if able.

— Mike Bardi

3/2

Genju of the Cedars

Enchant Forest

2: Enchanted Forest becomes a 4/4 green Spirit creature until end of turn. It's still a land.

When enchanted Forest is put into a graveyard, you may return Genju of the Cedars from your graveyard to your hand.

— Greg Staples

Genju of the Falls

Enchant Island

2: Enchanted Island becomes a 3/2 blue Spirit creature with flying until end of turn. It's still a land.

When enchanted Island is put into a graveyard, you may return Genju of the Falls from your graveyard to your hand.

— Greg Staples

Genju of the Fens

Enchant Swamp

2: Until end of turn, enchanted Swamp becomes a 2/2 black Spirit creature with 2: This creature gets +1/+1 until end of turn. It's still a land.

When enchanted Swamp is put into a graveyard, you may return Genju of the Fens from your graveyard to your hand.

— Greg Staples

Genju of the Fields

Enchant Plains

2: Until end of turn, enchanted Plains becomes a 2/5 white Spirit creature with "Whenever this creature deals damage, you gain that much life." It's still a land.

When enchanted Plains is put into a graveyard, you may return Genju of the Fields from your graveyard to your hand.

— Greg Staples

In the Web of War 3 3



Enchantment

Whenever a creature comes into play under your control, it gets +2/+0 and gains haste until end of turn.

*"In desperation, Konda sent warriors to parley with the ogre-magi. No one knows whether they were slain or if they even reached its bloodstained walls."
—Observations of the Kami War*

—Neil Spivey

Indebted Samurai 3



Creature — Human Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

Whenever a Samurai you control is put into a graveyard from play, you may put a +1/+1 counter on Indebted Samurai.

*"Forgive me, Saburo. I could not save you. But your blade will rest in my hand."
—Carl Critchlow*

2/3

Ink-Eyes, Servant of Oni 4 3



Legendary Creature — Rat Ninja

Ninjutsu 3 (3 3 3, Return an unblocked creature you control to hand. Put this card into play from your hand tapped and attacking.)

Whenever Ink-Eyes, Servant of Oni deals combat damage to a player, you may put target creature card from that player's graveyard into play under your control. 1: Regenerate Ink-Eyes.

—Nigel Bebb

5/4

Ire of Kaminari 3 3



Instant — Arcane

Ire of Kaminari deals damage to target creature or player equal to the number of Arcane cards in your graveyard.

*"Thunder breaks the brittle silence over the Araka. A surge of raw energy lifted the soldier's body into the air and briefly, in the heart of the flash, he saw the face of a god."
—Great Battles of Kamigawa*

—Lee Walker

Isao, Enlightened Bushi 2 3



Legendary Creature — Human Samurai

Isao, Enlightened Bushi can't be countered.

Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)

2: Regenerate target Samurai.

*"I do not care if he claims no allegiance in this war. Find him, Takeo."
—Lord Konda*

—Christopher Boudier

2/1

Ishi-Ishi, Akki Crackshot 1 3



Legendary Creature — Goblin Warrior

Whenever an opponent plays a Spirit or Arcane spell, Ishi-Ishi, Akki Crackshot deals 2 damage to that player.

*"Here fell Ishi-Ishi, King of the Flaming Bubbles, Scourge of the Mountain Kami, Lover of Goats. May his shell never burn."
—Cave inscription*

—Christopher Boudier

1/1

Iwamori of the Open Fist 2 3



Legendary Creature — Human Monk

Trample

When Iwamori of the Open Fist comes into play, each opponent may put a legendary creature card from his or her hand into play.

—Shinji Parada

5/5

Jetting Glasskite 4 4



Creature — Spirit

Flying

Whenever Jetting Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

The bolt struck with a flash and there was a terrible sound, as of glass shattering, but the creature was unharmed.

—Shishiro

4/4

Kaijin of the Vanishing Touch 1 4



Creature — Spirit

Defender (This creature can't attack.)

Whenever Kaijin of the Vanishing Touch blocks a creature, return that creature to its owner's hand at end of combat. (Return it only if it's in play.)

When it's finished, all that's left of you is a ripple on a still pond.

—Randy Gallegos

0/3

Kami of False Hope 1



Creature — Spirit

Sacrifice Kami of False Hope: Prevent all combat damage that would be dealt this turn.

*"Across the rift of battle, a bridge of gossamer. And for one moment, it holds."
—Snooz-Fun, kitsune poet*

—Daren Bader

1/1

Kami of Tattered Shoji 4 3



Creature — Spirit

Whenever you play a Spirit or Arcane spell, Kami of Tattered Shoji gains flying until end of turn.

I remembered all the shadowed lanterns cast upon its paper wings, and sometimes those silhouettes played across its shape again, acting out silent tragedies.

—Shishiro

2/5

Kami of the Honored Dead 3 3



Creature — Spirit

Flying

Whenever Kami of the Honored Dead is dealt damage, you gain that much life.

Soulshift 6 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 6 or less from your graveyard to your hand.)

—Mark Zug

3/5

Kentaro, the Smiling Cat 1 3



Legendary Creature — Human Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

You may pay * rather than pay the mana cost for Samurai spells you play, where X is that spell's converted mana cost.

*"The bonds of bushido will draw the dishonored back someday, and I will be there waiting."
—Donato Giancola*

2/1

Kira, Great Glass-Spinner 1 4



Legendary Creature — Spirit

Flying

Creatures you control have "Whenever this creature becomes the target of a spell or ability for the first time in a turn, counter that spell or ability."

Each spell is an intricate tapestry, and Kira is the great weaver.

—Lee Walker

2/2

Kitsune Palliator 2 3



Creature — Fox Cleric

*: Prevent the next 1 damage that would be dealt to each creature and each player this turn.

"Who am I to judge who is deserving and who is not? That is a question for lords, not healers."

—Dave Dorman

0/2

Kodama of the Center Tree 4 3



Legendary Creature — Spirit

Kodama of the Center Tree's power and toughness are each equal to the number of Spirits you control.

Kodama of the Center Tree has soulshift X, where X is the number of Spirits you control.

—Jim Murray

/

Kumano's Blessing 2

Enchant Creature

You may play Kumano's Blessing any time you could play an instant.

If a creature dealt damage by enchanted creature this turn would be put into a graveyard, remove it from the game instead.

Keith Gifford

Kyoki, Sanity's Eclipse 4

Legendary Creature — Demon Spirit

Whenever you play a Spirit or Arcane spell, target opponent removes a card in his or her hand from the game.

"Kyoki, Eater of Minds, Corrupter of Thoughts, Bringer of Madness, Lord of Fear. Return, by our blood, and walk again."
—Ogre chant

Pablo Parente

6/4

Lifegift 2

Enchantment

Whenever a land comes into play, you may gain 1 life.

"Walk the world and you'll find your soul, search your soul and you'll discover the world."
—Diary of Azusa

John Matson

Lifespinner 3

Creature — Spirit

*, Sacrifice three Spirits: Search your library for a legendary Spirit card and put it into play. Then shuffle your library.

"The husk splits like a madman's smile. And mystery steps forth."
—Shoo-Pai, kitsune poet

Cara Mizea

3/3

Loam Dweller 1

Creature — Spirit

Whenever you play a Spirit or Arcane spell, you may put a land card from your hand into play tapped.

"You know to mood by the plants that spring up around it. When it is placid, fields of lilies flow in its wake; when it is angry, every stem has a thorn."
—Jace, Enlightened Bushi

Pablo Parente

2/2

Mannichi, the Fevered Dream 2

Legendary Creature — Spirit

1. Switch each creature's power and toughness until end of turn.

"Early in his reign, Konda fell ill. His head burned with fever, and he saw visions of his future. In them, he saw a spirit-child, and, in that child's eyes, a way to make his empire last forever."
—The History of Kamigawa

Martine Pilcherova

1/2

Mark of Sakiko 1

Enchant Creature

Enchanted creature has "Whenever this creature deals combat damage to a player, add that much to your mana pool. This mana doesn't cause mana burn. Until end of turn, this mana doesn't empty from your mana pool as phases end."

Alex Horley-Defandell

Mark of the Oni 2

Enchant Creature

You control enchanted creature.

At end of turn, if you control no Demons, sacrifice Mark of the Oni.

"As more oni walked Kamigawa, more darkness infested its inhabitants' souls."
—The History of Kamigawa

Heather Hubert

Matsu-Tribe Sniper 1

Creature — Snake Warrior Archer

*, Matsu-Tribe Sniper deals 1 damage to target creature with flying.

Whenever Matsu-Tribe Sniper deals damage to a creature, tap that creature and it doesn't untap during its controller's next untap step.

Carl Critchlow

1/1

Mending Hands

Instant

Prevent the next 4 damage that would be dealt to target creature or player this turn.

"I can staunch their blood, mend their flesh, and knit their bones. But I cannot restore their hope."
—Tender-Hand, kitsune healer

Douglas Shuler

Minamo Sightbender 1

Creature — Human Wizard

X, *: Target creature with power X or less is unblockable this turn.

Woven from threads of the spirit world, the mistcloak rendered its wearer invisible, but quickly fell to tatters."

Lisa Young

1/2

Minamo's Meddling 2

Instant

Counter target spell. That spell's controller reveals his or her hand, then discards each card with the same name as a card spliced onto that spell.

Like storm water through the segments of bamboo, the spell followed the links of magic. Then it destroyed them."

Alex Horley-Defandell

Mirror Gallery 5

Artifact

The "legend rule" doesn't apply.

Only in mirrors do heroes find their equal."

Scott M. Fischer

Mistblade Shinobi 2

Creature — Human Ninja

Ninjutsu 4 (4. Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.)

Whenever Mistblade Shinobi deals combat damage to a player, you may return target creature that player controls to its owner's hand.

Ken Walker

1/1

Moonlit Strider 3

Creature — Spirit

Sacrifice Moonlit Strider: Target creature you control gains protection from the color of your choice until end of turn.

Soulshift 3 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 3 or less from your graveyard to your hand.)

John Avon

1/4

Neko-Te 3

Artifact — Equipment

Whenever equipped creature deals damage to a creature, tap that creature. As long as Neko-Te remains in play, that creature doesn't untap during its controller's untap step.

Whenever equipped creature deals damage to a player, that player loses 1 life.

Equip 2

Ann Herley-Defandell

Nezumi Shadow-Watcher 3



Creature — Rat Warrior

Sacrifice Nezumi Shadow-Watcher: Destroy target Ninja.

"The Okiba Gang! Night-cursed thieves and assassins! I've had enough of their meddling! Triple the guard!" —Marrow-Gnawer

1/1

Ninja of the Deep Hours 3



Creature — Human Ninja

Ninjutsu 1 (1), Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.

Whenever Ninja of the Deep Hours deals combat damage to a player, you may draw a card.

2/2

Nourishing Shoal 3



Instant — Arcane

You may remove a green card with converted mana cost X in your hand from the game rather than pay Nourishing Shoal's mana cost.

You gain X life.

Greg Staples

Ogre Marauder 3



Creature — Ogre Warrior

Whenever Ogre Marauder attacks, it can't be blocked this turn unless defending player sacrifices a creature.

Once freed, the oni demanded more and more sacrifices to appease them. The ogres happily obliged.

3/1

Ogre Recluse 3



Creature — Ogre Warrior

Whenever a player plays a spell, tap Ogre Recluse.

"Those ogres who did not embrace oni worship were cast out, cursed, and forced into hermitage, waiting for the day the oni would come for them." —The History of Kamigawa

5/4

Okiba-Gang Shinobi 3



Creature — Rat Ninja

Ninjutsu 3 (3), Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.

Whenever Okiba-Gang Shinobi deals combat damage to a player, that player discards two cards.

3/2

Opal-Eye, Konda's Yojimbo 1



Legendary Creature — Fox Samurai

Bushido 1; defender (This creature can't attack.)

The next time a source of your choice would deal damage this turn, that damage is dealt to Opal-Eye, Konda's Yojimbo instead.

1*: Prevent the next 1 damage that would be dealt to Opal-Eye this turn.

Greg Staples

1/4

Orb of Dreams 3



Artifact

Permanents come into play tapped.

"Behind the eyelids, a flickering flame. Beneath the dreams, a flickering sorrow. Can peace find you in this sleep When all the world is tossed by war?" —Snow-Fur, kitsune poet

Play Ortiz

Ornate Kanzashi 5



Artifact

2, ♠: Target opponent removes the top card of his or her library from the game. You may play that card this turn.

Masako was privy to a great many of Konda's deepest secrets, and her hair was always perfect.

Leather Hudson

Overblaze 3



Instant — Arcane

Each time target permanent would deal damage to a creature or player this turn, it deals double that damage to that creature or player instead.

Splice onto Arcane 2 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Ross Spencer

Oyobi, Who Split the Heavens 6



Legendary Creature — Spirit

Flying

Whenever you play a Spirit or Arcane spell, put a 3/3 white Spirit creature token with flying into play.

Her angry call split the sky. From that rift descended her champions.

Christopher Moeller

3/6

Patron of the Akki 4



Legendary Creature — Spirit

Goblin offering (You may play this card any time you could play an instant by sacrificing a Goblin and paying the difference in mana costs between this and the sacrificed Goblin. Mana cost includes color.)

Whenever Patron of the Akki attacks, creatures you control get +2/+0 until end of turn.

John Nelson

5/5

Patron of the Kitsune 5



Legendary Creature — Spirit

Fox offering (You may play this card any time you could play an instant by sacrificing a Fox and paying the difference in mana costs between this and the sacrificed Fox. Mana cost includes color.)

Whenever a creature attacks, you may gain 1 life.

Ben Thompson

5/6

Patron of the Moon 5



Legendary Creature — Spirit

Moonfolk offering (You may play this card any time you could play an instant by sacrificing a Moonfolk and paying the difference in mana costs between this and the sacrificed Moonfolk. Mana cost includes color.)

Flying

Put up to two land cards from your hand into play tapped.

Scott M. Fischer

5/4

Patron of the Nezumi 5



Legendary Creature — Spirit

Rat offering (You may play this card any time you could play an instant by sacrificing a Rat and paying the difference in mana costs between this and the sacrificed Rat. Mana cost includes color.)

Whenever a permanent is put into an opponent's graveyard, that player loses 1 life.

Ken Miller

6/6

Patron of the Orochi 5



Legendary Creature — Spirit

Snake offering (You may play this card any time you could play an instant by sacrificing a Snake and paying the difference in mana costs between this and the sacrificed Snake. Mana cost includes color.)

Untap all Forests and all green creatures. Play this ability only once each turn.

Christopher Moeller

7/7

Petalmane Baku 1

Creature — Spirit

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Petalmane Baku.

1, Remove X ki counters from Petalmane Baku: Add X mana of any one color to your mana pool.

Rebecca Gandy

1/2

Phantom Wings 1

Enchant Creature

Enchanted creature has flying.

Sacrifice Phantom Wings: Return enchanted creature to its owner's hand.

Many kami could fly, which put some warriors at a distinct disadvantage. The mages of Minamo took it upon themselves to correct that imbalance.

Greg Staples

Psychic Spear 1

Sorcery

Target player reveals his or her hand. Choose a Spirit or Arcane card from it. That player discards that card.

"The wizards of Tabotsuma Swamp faced the horrors of humanity every day. It's no wonder they fared so well against the kami."

—Observations of the Kami War

Rick Schick

Pus Kami 5

Creature — Spirit

Sacrifice Pus Kami: Destroy target nonblack creature.

Soulshift 6 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 6 or less from your graveyard to your hand.)

Boyd Rice

3/3

Quash 2

Instant

Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all cards with the same name as that spell and remove them from the game. That player then shuffles his or her library.

Shishirata

Quillmane Baku 4

Creature — Spirit

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Quillmane Baku.

1, Remove X ki counters from Quillmane Baku: Return target creature with converted mana cost X or less to its owner's hand.

David Martin

3/3

Reduce to Dreams 3

Sorcery

Return all artifacts and enchantments to their owners' hands.

"This world is a dream. We cling to our toys like children, but sooner or later we must learn to live without them."

—Senai Hsoka

Daren Bader

Ribbons of the Reikai 4

Sorcery — Arcane

Draw a card for each Spirit you control.

"If wisdom is a river, then we cup our hands, reach in, and drink from it in sips. The kami, however, are like fish, swimming, breathing, surrounded in its presence."

—Doran the Falling Leaf

Martina Plicovera

Roar of Jukai 2

Instant — Arcane

If you control a Forest, each blocked creature gets +2/+2 until end of turn.

Splice onto Arcane—An opponent gains 5 life. (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Don Spencer

Ronin Cliffriider 3

Creature — Human Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

Whenever Ronin Cliffriider attacks, you may have it deal 1 damage to each creature defending player controls.

Das Scott

2/2

Ronin Warclub 3

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.

Equip 5 (5: Attach to target creature you control. Equip only as a sorcery.)

Pete Ventres

Sakiko, Mother of Summer 4

Legendary Creature — Snake Shaman

Whenever a creature you control deals combat damage to a player, add that much to your mana pool. This mana doesn't cause mana burn. Until end of turn, this mana doesn't empty from your mana pool as phases end.

Michael Sutfin

3/3

Sakura-Tribe Springcaller 3

Creature — Snake Shaman

At the beginning of your upkeep, add to your mana pool. This mana doesn't cause mana burn. Until end of turn, this mana doesn't empty from your mana pool as phases end.

Pete Ventres

2/4

Scaled Hulk 5

Creature — Spirit

Whenever you play a Spirit or Arcane spell, Scaled Hulk gets +2/+2 until end of turn.

"Say, what rhymes with 'run for your lives?'"

—Ku-Ku, akki poet

Arnie Swickel

4/4

Scour 2

Instant

Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that enchantment and remove them from the game. That player then shuffles his or her library.

Itzuka

Scourge of Numai 3

Creature — Demon Spirit

At the beginning of your upkeep, you lose 2 life if you don't control an Ogre.

"Where a once-proud human city stood, only the ruins of Numai remain, deep amid rotting bamboo and plagued by om."

—The History of Kamigawa

Arnie Swickel

4/4

Shimmering Glasskite

Creature — Spirit

Flying

Whenever Shimmering Glasskite becomes the target of a spell or ability for the first time in a turn, counter that spell or ability.

A child's whisper could crack its shell, but not even an oni's scream could penetrate it.

—John Avon

2/3

Shining Shoal

Instant — Arcane

You may remove a white card with converted mana cost X in your hand from the game rather than pay Shining Shoal's mana cost.

The next X damage that a source of your choice would deal to you or a creature you control this turn is dealt to target creature or player instead.

—Ben Thompson

Shinka Gatekeeper

Creature — Ogre Warrior

Whenever Shinka Gatekeeper is dealt damage, it deals that much damage to you.

"Understanding is not a virtue of the ogre. Do not seek to reason your way into Shinka Keep."
—Kiku, Night's Flower

—Paolo Venzor

3/2

Shirei, Shizo's Caretaker

Legendary Creature — Spirit

Whenever a creature with power 1 or less is put into your graveyard from play, you may return that creature card to play under your control at end of turn if Shirei, Shizo's Caretaker is still in play.

—Wayne Reynolds

2/2

Shizuko, Caller of Autumn

Legendary Creature — Snake Shaman

At the beginning of each player's upkeep, that player adds to his or her mana pool. This mana doesn't cause mana burn. Until end of turn, this mana doesn't empty from that player's mana pool as phases end.

—Michael Sutfin

2/3

Shuko

Artifact — Equipment

Equipped creature gets +1/+0.

Equip 0 (0: Attach to target creature you control. Equip only as a sorcery.)

"One scratch on a wall meant safe passage, two that the target had already been raised, and three warned of a trap."
—Weaponry of Kamigawa

—Tim Hildebrandt

Shuriken

Artifact — Equipment

Equipped creature gets . Unattach Shuriken: Shuriken deals 2 damage to target creature. That creature's controller gains control of Shuriken unless it was unattached from a Ninja.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

—Matt Cavotta

Sickening Shoal

Instant — Arcane

You may remove a black card with converted mana cost X in your hand from the game rather than pay Sickening Shoal's mana cost.

Target creature gets -X/-X until end of turn.

—Dan Scott

Silverstorm Samurai

Creature — Fox Samurai

You may play Silverstorm Samurai any time you could play an instant.

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

—Michael Sutfin

3/3

Skullmane Baku

Creature — Spirit

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Skullmane Baku.

1, . Remove X ki counters from Skullmane Baku: Target creature gets -X/-X until end of turn.

—Tim Hildebrandt

2/1

Skullsnatcher

Creature — Rat Ninja

Ninjutsu (Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attaching.)

Whenever Skullsnatcher deals combat damage to a player, remove up to two target cards in that player's graveyard from the game.

—Matt Cavotta

2/1

Slumbering Tora

Artifact

2, Discard a Spirit or Arcane card: Slumbering Tora becomes an X/X artifact creature until end of turn, where X is the discarded card's converted mana cost.

—Matt Cavotta

Soratami Mindsweeper

Creature — Moonfolk Wizard

Flying

2, Return a land you control to its owner's hand: Target player puts the top two cards of his or her library into his or her graveyard.

—Alex Horley-Orlandini

1/4

Sosuke's Summons

Sorcery

Put two 1/1 green Snake creature tokens into play.

Whenever a nontoken Snake comes into play under your control, you may return Sosuke's Summons from your graveyard to your hand.

—Alex Horley-Orlandini

Sowing Salt

Sorcery

Remove target nonbasic land from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that land and remove them from the game. That player then shuffles his or her library.

—Michael Sutfin

Splinter

Sorcery

Remove target artifact from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that artifact and remove them from the game. That player then shuffles his or her library.

—Florence Kanane

Split-Tail Miko

Creature — Fox Cleric

*, Ⓢ: Prevent the next 2 damage that would be dealt to target creature or player this turn.

"I wish there were no use for those with my talents. I wish that I could walk Kamigawa forgotten and unneeded, with no war wounds to heal and no broken bones to mend."

—Rev Walker
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1/1

Stir the Grave

Sorcery

Return target creature card with converted mana cost X or less from your graveyard to play.

"Your lungs may not draw breath, but while your hands can grip a sword, you will be useful to me."

—Nighteyes, nezumi necromancer
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Stream of Consciousness

Instant — Arcane

Target player shuffles up to four target cards from his or her graveyard into his or her library.

"All things return to their beginnings. The waters that spill across the Kamigawa Falls flow to sea, only to be returned to her as the rain that joins the mighty river."

—Dezan the Falling Leaf
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Sway of the Stars

Sorcery

Each player shuffles his or her hand, graveyard, and permanents he or she owns into his or her library, then draws seven cards. Each player's life total becomes 7.

—Randy Gallegos
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Takeno's Cavalry

Creature — Human Samurai Archer

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

Ⓢ: Takeno's Cavalry deals 1 damage to target attacking or blocking Spirit.

At night he perfected his aim, shooting spiderwebs by starlight.

—Durrell Riche
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1/1

Takenuma Bleeder

Creature — Ogre Shaman

Whenever Takenuma Bleeder attacks or blocks, you lose 1 life if you don't control a Demon.

"I prefer to weave my magic through one's blood, but yours will do in a pinch."

—Jim Nelson
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3/3

Tallowisp

Creature — Spirit

Whenever you play a Spirit or Arcane spell, you may search your library for an enchant creature card, reveal it, and put it into your hand. If you do, shuffle your library.

Isolated on its little candlestick, the kami never heard of the crime that drove its comrades to war.

—Ron Spears
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1/3

Teardrop Kami

Creature — Spirit

Sacrifice Teardrop Kami: Tap or untap target creature.

"Do not fall into the trap of thinking you understand the kami. Cannot a drop of water be dew on the meadow, a glacier's thaw, or the tear of a child?"

—Sensui Hiroka
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1/1

Tendo Ice Bridge

Land

Tendo Ice Bridge comes into play with a charge counter on it.

Ⓢ: Add 1 to your mana pool.

Ⓢ: Remove a charge counter from Tendo Ice Bridge: Add one mana of any color to your mana pool.

—Robb Armstrong
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Terashi's Grasp

Sorcery — Arcane

Destroy target artifact or enchantment. You gain life equal to its converted mana cost.

"The jeweler, the potter, the smith . . . They all imbue a bit of their souls into their creations. The kami destroy that crafted mortal shell and absorb the soul within."

—Noboru, master hitmaker
—Mark Tedin
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Terashi's Verdict

Instant — Arcane

Destroy target attacking creature with power 3 or less.

It was as though the sky opened its eyes and found what it saw displeasing.

—Ron Spears
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That Which Was Taken

Legendary Artifact

4, Ⓢ: Put a divinity counter on target permanent other than That Which Was Taken.

Each permanent with a divinity counter on it is indestructible.

"This god held prisoner in human hands has put all humanity in the hands of angry gods."

—Masato the Homeless
—Adam Rex
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Threads of Disloyalty

Enchant Creature

Threads of Disloyalty can enchant only a creature with converted mana cost 2 or less. You control enchanted creature.

"Over time, Konda grew ever more suspicious, fearing even his most loyal allies were being manipulated by unseen hands."

—The History of Kamigawa
—Anthony S. Waters
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Three Tragedies

Sorcery — Arcane

Target player discards three cards.

"As the kami passed over the village of Mita, the inhabitants relived their three most grievous tragedies. Some cried. Some raged. Some were driven to madness. But the next morning, none possessed the will to fight."

—Observations of the Kami War
—Durrell Riche
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Throat Slitter

Creature — Rat Ninja

Ninjutsu 2 Ⓢ (2 Ⓢ, Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.)

Whenever Throat Slitter deals combat damage to a player, destroy target nonblack creature that player controls.

—Pablo Barreiro
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2/2

Toils of Night and Day

Instant — Arcane

Tap or untap target permanent, then tap or untap another target permanent.

"The war sent Kamigawa into turmoil. Here it was spring and there winter. For some, time stood still, while for others, moments flashed past like minnows in a pond."

—Observations of the Kami War
—Matt Cavotta
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Tomorrow, Azami's Familiar 5

Legendary Creature — Spirit

If you would draw a card, look at the top three cards of your library instead. Put one of those cards into your hand and the rest on the bottom of your library in any order.

Christopher Raab
1/5

Torrent of Stone 3

Instant — Arcane

Torrent of Stone deals 4 damage to target creature.

Splice onto Arcane—Sacrifice two mountains. (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Greg Staples

Toshiro Umezawa 1

Legendary Creature — Human Samurai

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

Whenever a creature an opponent controls is put into a graveyard from play, you may play target instant card in your graveyard. If that card would be put into a graveyard this turn, remove it from the game instead.

2/2

Traproot Kami

Creature — Spirit

Defender (This creature can't attack.)

Traproot Kami's toughness is equal to the number of Forests in play.

Traproot Kami may block as though it had flying.

0/*

Twist Allegiance 6

Sorcery

You and target opponent each gain control of all creatures the other controls until end of turn. Untap those creatures. Those creatures gain haste until end of turn.

Wayne Reynolds

Umezawa's Jitte 2

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.

Remove a charge counter from Umezawa's Jitte: Choose one—Equipped creature gets +2/+2 until end of turn; or target creature gets -1/-1 until end of turn; or you gain 2 life.

Equip 2

Christopher Mueller

Unchecked Growth 2

Instant — Arcane

Target creature gets +4/+4 until end of turn. If it's a Spirit, it gains trample until end of turn.

"That energy was once granted to growing things. Now the kami keep it for themselves, releasing it in sudden floods that overwhelm flesh and foliage alike."
—Sakiko, Mother of Summer

Tatsuya Kawade

Uproot 3

Sorcery — Arcane

Put target land on top of its owner's library.

"We arrived at the battlefield too late. Again. Another error on your part, and you will have to answer to me personally."
—General Takano, letter to the imperial mapmaker

Header Hudson

Veil of Secrecy 1

Instant — Arcane

Target creature is unblockable and can't be the target of spells or abilities this turn.

Splice onto Arcane—Return a blue creature you control to its owner's hand. (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Arnie Swekel

Vital Surge 1

Instant — Arcane

You gain 3 life.

Splice onto Arcane 1 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Douglas Shuler

Walker of Secret Ways 2

Creature — Human Ninja

Ninjutsu 1 (1) (1) (Return an unblocked attacker you control to hand: Put this card into play from your hand tapped and attacking.)

Whenever Walker of Secret Ways deals combat damage to a player, look at that player's hand.

1: Return target Ninja you control to its owner's hand. Play this ability only during your turn.

Scott M. Fischer

1/2

Ward of Piety 1

Enchant Creature

1*: The next 1 damage that would be dealt to enchanted creature this turn is dealt to target creature or player instead.

Reluctant to strike at the kami directly, some kitsune trained in more passive fighting techniques.

Tim Hildebrandt

Waxmane Baku 2

Creature — Spirit

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Waxmane Baku.

1, Remove X ki counters from Waxmane Baku: Tap X target creatures.

Greg Hildebrandt

2/2

Yomiji, Who Bars the Way 5

Legendary Creature — Spirit

Whenever a legendary permanent other than Yomiji, Who Bars the Way is put into a graveyard from play, return that card to its owner's hand.

"As I died, I rejoiced. I would see my family again. But then I woke up back on the battlefield. Back in Kamigawa. Back in hell."
—Kenzo the Hardboiled

Hideoaki Takamura

4/4

Yukora, the Prisoner 2

Legendary Creature — Demon Spirit

When Yukora, the Prisoner leaves play, sacrifice all non-Ogre creatures you control.

It took ninety-nine monks to weave the spell that trapped Yukora. Upon the death of the ninety-nine, the spell tore broken, and the demon returned to the mortal world seeking vengeance for its imprisonment.

John Scantamburlo

5/5

Betrayers

of kamigawa

CARD CHECKLIST

WHITE

- 1 R Day of Destiny
- 2 U Empty-Shrine Kannushi
- 3 U Faithful Squire
- 4 R Final Judgment
- 5 U Genju of the Fields
- 6 C Heart of Light
- 7 R Hokori, Dust Drinker
- 8 C Hundred-Talon Strike
- 9 U Indebted Samurai
- 10 C Kami of False Hope
- 11 C Kami of Tattered Shoji
- 12 U Kami of the Honored Dead
- 13 R Kentaro, the Smiling Cat
- 14 U Kitsune Palliator
- 15 C Mending Hands
- 16 C Moonlit Strider
- 17 R Opal-Eye, Konda's Yojimbo
- 18 R Oyobi, Who Split the Heavens
- 19 R Patron of the Kitsune
- 20 U Scour
- 21 R Shining Shoal
- 22 C Silverstorm Samurai
- 23 C Split-Tail Miko
- 24 C Takeno's Cavalry
- 25 U Tallowisp
- 26 C Terashi's Grasp
- 27 U Terashi's Verdict
- 28 U Ward of Piety
- 29 C Waxmane Baku
- 30 R Yomiji, Who Bars the Way

BLUE

- 31 U Callow Jushi
- 32 R Chisei, Heart of Oceans
- 33 R Disrupting Shoal
- 34 C Floodbringer
- 35 U Genju of the Falls
- 36 U Heed the Mists
- 37 R Higure, the Still Wind
- 38 U Jetting Glasskite
- 39 U Kaijin of the Vanishing Touch
- 40 R Kira, Great Glass-Spinner
- 41 U Minamo Sightbender
- 42 C Minamo's Meddling
- 43 C Mistblade Shinobi
- 44 C Ninja of the Deep Hours
- 45 R Patron of the Moon
- 46 C Phantom Wings
- 47 U Quash
- 48 C Quillmane Baku
- 49 R Reduce to Dreams
- 50 C Ribbons of the Reikai
- 51 C Shimmering Glasskite
- 52 U Soratami Mindsweeper
- 53 U Stream of Consciousness
- 54 R Sway of the Stars
- 55 C Teardrop Kami
- 56 R Threads of Disloyalty
- 57 C Toils of Night and Day
- 58 R Tomorrow, Azami's Familiar
- 59 C Veil of Secrecy
- 60 U Walker of Secret Ways

BLACK

- 61 C Bile Urchin
- 62 C Blessing of Leeches
- 63 C Call for Blood
- 64 C Crawling Filth
- 65 U Eradicate
- 66 U Genju of the Fens
- 67 R Goryo's Vengeance
- 68 R Hero's Demise
- 69 U Hired Muscle
- 70 C Horobi's Whisper
- 71 R Ink-Eyes, Servant of Oni
- 72 R Kyoki, Sanity's Eclipse
- 73 U Mark of the Oni
- 74 U Nezumi Shadow-Watcher
- 75 U Ogre Marauder
- 76 C Okiba-Gang Shinobi
- 77 R Patron of the Nezumi
- 78 C Psychic Spear
- 79 U Pus Kami
- 80 U Scourge of Numai
- 81 R Shirei, Shizo's Caretaker
- 82 R Sickening Shoal
- 83 C Skullmane Baku
- 84 C Skullsnatcher
- 85 C Stir the Grave
- 86 C Takenuma Bleeder
- 87 U Three Tragedies
- 88 U Throat Slitzer
- 89 R Toshiro Umezawa
- 90 R Yukora, the Prisoner

RED

- 91 C Akki Blizzard-Herder
- 92 U Akki Raider
- 93 U Ashen Monstrosity
- 94 U Aura Barbs
- 95 C Blademane Baku
- 96 R Blazing Shoal
- 97 R Clash of Realities
- 98 C Crack the Earth
- 99 U Cunning Bandit
- 100 C First Volley
- 101 U Flames of the Blood Hand
- 102 C Frost Ogre
- 103 C Frostling
- 104 R Fumiko the Lowblood
- 105 U Genju of the Spires
- 106 C Goblin Cohort
- 107 R Heartless Hidetsugu
- 108 R In the Web of War
- 109 C Ire of Kaminari
- 110 R Ishi-Ishi, Akki Crackshot
- 111 C Kumano's Blessing
- 112 R Mannichi, the FEVERED Dream
- 113 U Ogre Recluse
- 114 U Overblaze
- 115 R Patron of the Akki
- 116 U Ronin Cliff rider
- 117 C Shinka Gatekeeper
- 118 U Sowing Salt
- 119 C Torrent of Stone
- 120 R Twist Allegiance

GREEN

- 121 U Body of Jukai
- 122 U Budoka Pupil
- 123 C Child of Thorns
- 124 R Enshrined Memories
- 125 U Forked-Branch Garami
- 126 U Genju of the Cedars
- 127 C Gnarled Mass
- 128 C Harbinger of Spring
- 129 R Isao, Enlightened Bushi
- 130 R Iwamori of the Open Fist
- 131 R Kodama of the Center Tree
- 132 R Lifegift
- 133 U Lifespinner
- 134 U Loam Dweller
- 135 U Mark of Sakiko
- 136 C Matsu-Tribe Sniper
- 137 R Nourishing Shoal
- 138 R Patron of the Orochi
- 139 C Petalmane Baku
- 140 C Roar of Jukai
- 141 R Sakiko, Mother of Summer
- 142 C Sakura-Tribe Springcaller
- 143 C Scaled Hulk
- 144 R Shizuko, Caller of Autumn
- 145 U Sosuke's Summons
- 146 U Splinter
- 147 C Traproot Kami
- 148 U Unchecked Growth
- 149 C Uproot
- 150 C Vital Surge

MULTICOLORED

- 151 R Genju of the Realm


ARTIFACTS

- 152 R Baku Altar
- 153 U Blinding Powder
- 154 R Mirror Gallery
- 155 R Neko-Te
- 156 R Orb of Dreams
- 157 R Ornate Kanzashi
- 158 U Ronin Warclub
- 159 U Shuko
- 160 U Shuriken
- 161 R Slumbering Tora
- 162 R That Which Was Taken
- 163 R Umezawa's Jitte

LANDS

- 164 U Gods' Eye, Gate to the Reikai
- 165 R Tendo Ice Bridge

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